

TOURNAMENT GAME SYSTEM AND METHOD USING A TOURNAMENT GAME CARD

CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to the following commonly-owned, co-pending
5 patent applications:

Change(s) applied
to document,
LAS/
5/6/2011

U.S. Patent Application No. _____ (Attorney Docket No. 29757/P-800),
entitled "Tournament Gaming Method and System;" and
PCT/US04/25662
U.S. Patent Application No. _____ (Attorney Docket No. 29757/P-835),
entitled "System and Method for Permitting a Tournament Game on Different
10 Computing Platforms."

These applications are hereby incorporated by reference herein, in their
entireties, for all purposes.

BACKGROUND

The present disclosure is related to gaming systems, and, more particularly, to
15 gaming systems for facilitating tournament games.

Various tournament gaming techniques have been previously described. For
example, U.S. Patent No. 6,224,486 issued to Walker et al., describes a distributed
electronic tournament system that allows remotely located players to be identified via
a player tracking system, and allows the identified players to participate in
20 tournaments such as chess, bridge, computer golf games, poker and the like from their
homes. In addition to player tracking, a database, maintained at a central location,
enables registration of players, acceptance of entry fees, and coordination of prize
money.

Another patent directed toward online tournament games, U.S. Patent No.
25 6,039,648, issued to Guinn et al., describes an apparatus and method for an automated
tournament gaming system utilizing a computer network coupled to a number of
gaming machines. The Guinn patent also provides for a multi-site progressive
automated tournament. The automation is provided by a central server computer
coupled to a tournament schedule computer.

30 Additionally, U.S. Patent No. 6,287,202, issued to Pascal et al., describes a
gaming system that includes a plurality of gaming terminals connected together and to